NES-G2-UKV

GARGOYLE'S QUEST™ II

INSTRUCTION MANUAL

CAPCOM®

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Gargoyle's Quest II Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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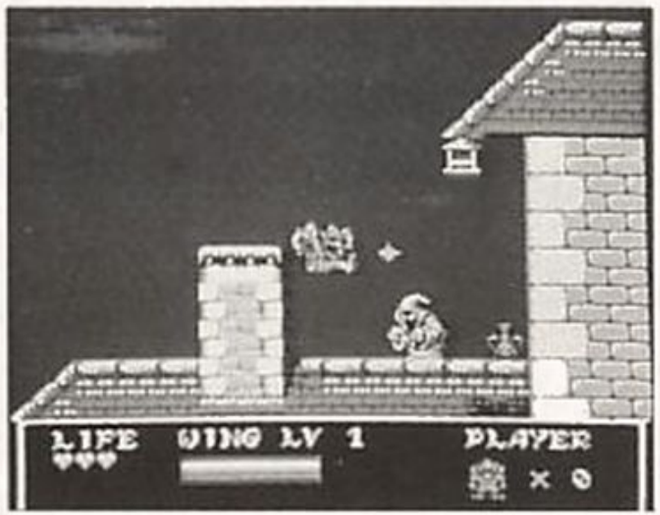
DEMON—WARRIOR—HERO!

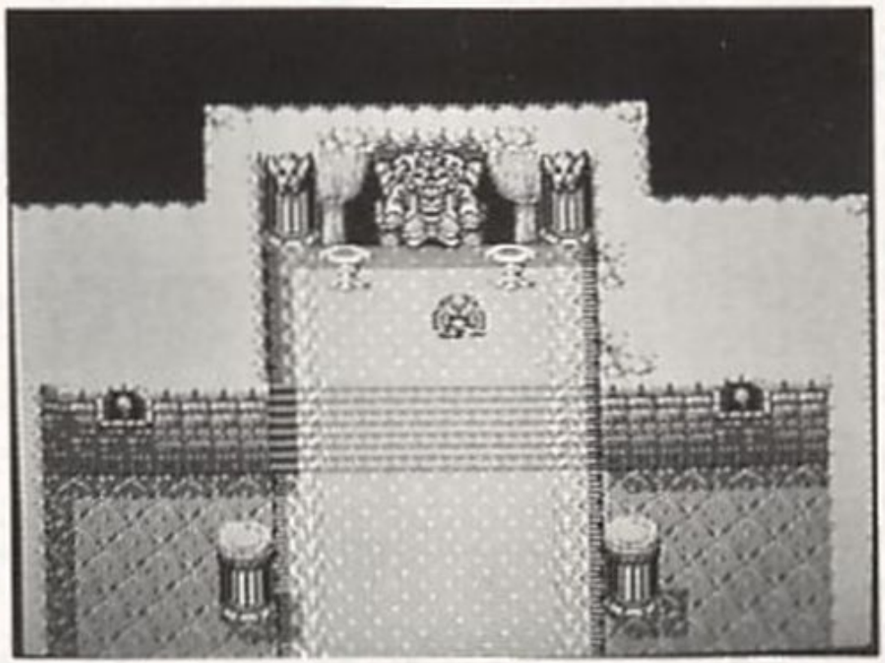
A long time ago, between the age of the dinosaurs and the dawn of mankind, there existed the magical world of Etruria. A local monster named Firebrand from the Ghoul Realm was busy training in the arts of the warrior. He is a young and powerful gargoyle - human in shape, yet he has leathery wings with massive claws on his hands and feet.

He studies at the Warrior's Training Center to use his combat talents in defense of the Ghoul Realm. His time comes (sooner than he expected), as a mysterious black light appeared one day and drained the magic from the land .



GETTING STARTED

To begin, press the Start button. This gives you the options Start and Password. Begin a new game by pressing Start, or continue a previous one by selecting Password. Passwords are obtained by talking to people in different areas of the game. Don't forget to write all passwords down!

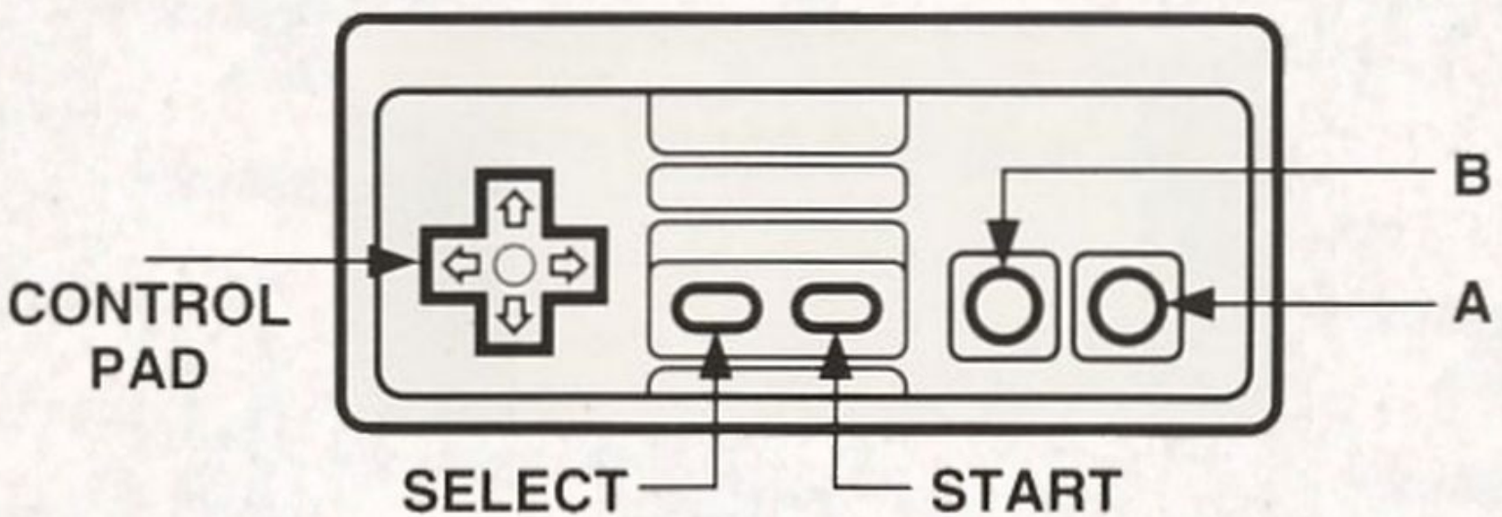


THE OVERVIEW SCREEN

The first view you have of Firebrand is from an overhead perspective. All major traveling and communication that Firebrand does happens in this mode. When he leaves a village, the vantage point changes again to show him walking through the countryside.

Directions for Firebrand in this mode are:

Control pad - **Up, Down, Left** and **Right** moves Firebrand in those directions.



THE OVERVIEW SCREEN

Start button	Brings a small menu on the screen with three categories:
Level	See the current status of Firebrand and the items he has collected.
Tool	See a list of the tools (items) Firebrand has received.
Magic	See the magic that Firebrand possesses.
A button	Converse initially with other characters by pressing this button. Continue the conversations by pressing the **A** or **B buttons**.
B button	Press this button to cancel a screen.
Select button	Not used here.

THE BATTLE MODE

This is the up close and personal mode where you do all of the fighting! As a proud gargoyle warrior, Firebrand is ready to go toe-to-toe with the biggest (and ugliest) of the Realm!

A status area is at the bottom of the screen. The notations are read as follows:

Life Firebrand's stamina, or how many times he can be hit.

Wing LV The duration of his flying ability. As you progress, this will last longer!

Player How many lives he has left.

CONTROL FOR THE BATTLE

Directions for Firebrand in this mode are:

Left or **Right** - Moves firebrand in those directions.

When Firebrand is clinging to a structure, pressing **Down** on the control pad releases him.

A button - Press once to jump in the air. Press again while jumping to sustain the jump into a short flight. (Tap the **A button** for short jump or hold it down for a higher jump.) He will continue to fly until either the Wing LV runs out or you press the **A button** a third time. Use Firebrand's jumping ability to scale walls and other objects.

B button - Firebrand launches a magical weapon.

CONTROL FOR THE BATTLE

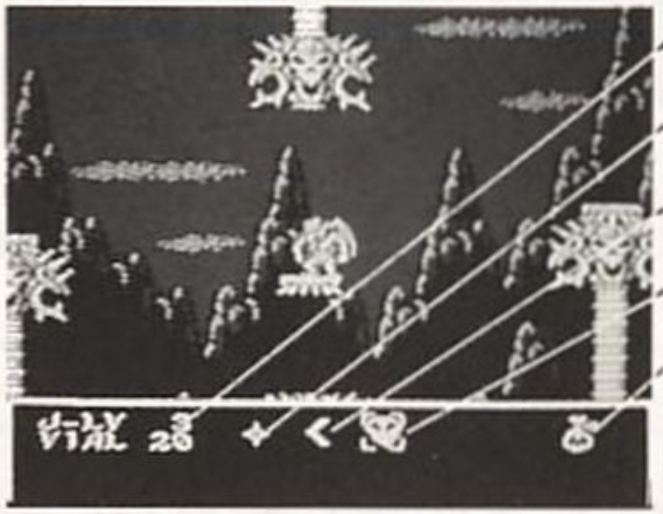
Start button - Brings up a sub-screen that shows Firebrand's current status. They are:

J- LV — His jumping level.

Vial — The number of vials that Firebrand has collected. Use these to purchase valuable items.

This sub-screen show the magic that Firebrand possesses. Toggle between the magic and the Essence of the Soulstream by pressing **Left** or **Right** on the control pad. Press the **A button** to select an item.

A Few Magical Items . . .



Fireball	You'll start the game with this one.
Blockbuster	Destroys blocks that are in your way.
Claw	Firebrand can climb up spike and take no damage.
Darkfire	The most powerful magic he will receive.
Essence of The Soulstream	Regains all lost stamina.

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